AMENDMENT OF SPECIFICATION

Please amend the paragraph appearing on page 7, at line 18, as follows:

Computational methods for generating right and left stereoscopic images from given image data are well known, for example, as described in "3d Stereo Rendering Using OpenGL (and GLUT), by Paul Bourke, November 1999, available at the Internet page addressed as http://astronomy.swin.edu.au/pbourke/opengl/stereogl/. The method of determining the right and left eye offset and computing corresponding left and right eye images is deemed to be conventional and not described in further detail herein.

Please amend the Abstract, as follows:

ABSTRACT

A virtual reality game system and method uses pseudo drivers to generate stereo vision outputs for a 3D stereoscopic display from game software data normally intended for output to a 2D display of a conventional game console or PC. The Pseudo Drivers can convert the game data output of 3D video game software written in different application programming interface (API) formats commonly used for PC games to "stereo vision", thereby allowing hundreds of existing 3D games to be played on a virtual reality game system. The intercepted 3D game data can be stored in a 3D data recorder for later play back . The 3D game data can also be transmitted or downloaded to a remote player through an online interface . The intercepted 3D game data can be combined with other 3D content through a mixer and dual rendering system, which facilitates control of the 3D display before, during, and after a game, and particularly when switching between different games. The Pseudo Driver for the 3D display can be operated in tandem with other pseudo drivers such as for stereo sound and/or directional force feedback.

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